

DRAGONSTAR

FRAAL

Physical Description:

Quiet and peaceful, the fraal (pronounced "frah") appear calm and composed in even the most chaotic situations. Averaging about 4 feet 9 inches tall (+2d10), the fraal are thin humanoids with large eyes; pale, almost luminous skin; and swept back ears.

While many are bald, some have wisps of silver, white or pale yellow hair atop their large, round heads.

Individual fraal can be so thin as to appear practically weightless, but most weigh about 120 lb (x(1d3)lb). Even the youngest fraal adults have an ancient, wizened look that can be as intimidating to humans as it is disconcerting.

Personality:

Fraal aren't physically inclined. They tend to develop their minds instead of their bodies, working as Psions, Mechanists, or Clerics rather than in the Rogue or Warrior professions. They are thinkers and philosophers with a deeply spiritual nature. Because they are a long lived species (110 years +10d6 starting age), the fraal have a patient attitude that sometimes annoys humans. Their spirituality centers around mind-walking, the study and application of Psionics. To them, the powers of the mind have almost religious significance; they feel that all species can find common ground by touching thoughts and sharing inner peace.

Fraal aren't pacifists, but they believe that violence should be the last resort of an intelligent, civilised species. They can seem cold and distant, but that's because they don't have as wide a range of emotions as humans do – and the emotional range they do possess doesn't shift as rapidly or unpredictably as humans emotions do.

Peace-loving and intellectual, fraal are natural builders and scholars – forever working on creative or scientific endeavours, building or mending relationships (both personal and political), and adding to their pool of knowledge simply for the sake of learning.

History & Relations:

The fraal are nomadic starfarers who came to known space more than 10,000 years ago. A large group of explorers travelled in three slow-moving colony ships, crossing the void of space over the course of many centuries. The trip was plagued by one disaster after another, though, so that by the time these colony ships reached a



habitable system, contact with the fraal homeworld had been lost. In addition, damage to the ship's computers resulted in the loss of much vital information, including some technological know-how and most historical and scholarly records – among these the location of the fraal homeworld. The starfarers were cut off, isolated from their place of origin, and unaware of their original mission. Indeed, they weren't even sure if this new area of space was the destination they had been travelling to reach, or for what purpose. Thanks to eons of lost knowledge and countless mechanical breakdowns, accidents, and travel-related mishaps, these fraal were truly alone.

Initially, the fraal set up installations on a nearby habitable world, building bases in isolated regions using local materials and components salvaged from their colony ships. From these hidden bases, the visitors set out to explore nearby worlds and meet their inhabitants.





Fraal Lands:

Fraal are explorers by nature, most of the time they are found aboard their sprawling colony ships, that are akin to floating cities in space. Each of these colony ships holds a Fraal nation. Fraal of these nations tend to be very loyal to their own and these nations often have names such as the *Tauri*, *Gozsu*, *Editien*, *Ahn'sha*, and *Vidgea*. There are Fraal colonies on worlds but only in distant and hidden places, and rarely of any significant size, being a people without a homeworld they can find, they have become very much nomadic preferring life aboard their ships.

Religion:

Fraal and their religious orientation can vary from Colony ship to Colony ship, each having a different religion. Although the religion of a colony is invariably the religion of the entire colony, and thus colony ships of the Father exist, just as colony ships of the Magus or Stormlord exist. In recent years some colony ships have converted entirely to the Dualist belief, and as a result there are now Fraal nations who are devoted to the Creator, or the Advesary.

Fraal Racial Traits:

+2 INT, -2 CON As all fraal are mentally capable, but physically weak.

Medium size: As medium sized creatures the Fraal have no special bonuses or penalties due to size.

Fraal base speed is: 30 feet

+2 Racial bonus to: Autohypnosis and Psicraft

Low-light vision: Fraal can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Bonus Talent: at 1st level, all Fraal gain an extra Psionic Talent for their repertoire at 1st level. For Fraal of a non psionic class, they may choose a 0th level talent from the psion list (See Psionics Handbook).

Bonus FEAT: Inner Strength, all fraal have slightly more capacity to work psionics than most races, drawing on their mental reserves. *For Fraal with a non psionic class, this effectively allows their free talent to be used once per day.*

Innate Defense(Ex): All fraal have "Empty mind" as an innate psionic defense mode, developed over millennia of using

psionics as a species. See Psionics Handbook for effects.

Automatic languages: Fraal and Common

Favoured Class: Psion

Effective Character level: +0



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MECHALUS

Physical Description:

Because of the basic resemblance between the two species, a mechalus (pronounced "mech-ah-lus") can be mistaken for a human if the viewer only catches a glimpse or if the area is shadowy. Averaging about 5 feet 1 inch (+2d8) tall and weighing around 198 lb x(1d4) lb, the mechalus has the general shape and size of a human. On closer inspection, however, the similarities are quickly outdistanced by the differences. Veins of circuitry weave with flesh and blood to form a totally synthesised body. The mechalus's hair is a combination of protein strands and filaments of cable and wire. Even the skeleton has been reinforced with super-strong synthetic material, and bony protective plates can be seen beneath the bio-organic flesh at the shoulders and across the chest.

Personality:

Mechalus have the same range of emotions as humans, though they tend to try to downplay hostile or aggressive emotions. They were once responsible for the annihilation of another species, and since then they have made a conscious and constant effort to suppress or regulate their negative emotions.

Perhaps the hardest aspect of mechalus for humans to get used to is their ability to merge with computer systems. While the mechalus can easily employ standard computer interfaces, they have the unique ability to personally connect to computer systems. Filaments extend from fingers, snake into the computer in question, and form a solid link between body and machine. This link gives the mechalus speed of thought access to the computer system, and more precise control than any manual interface can provide.

With a natural affinity for technology and computers, mechalus make excellent Mechanists. They aren't limited to this class, however, and can be found filling the ranks of a variety of roles.

The Mechalus have very ordered minds, which translates into a strictly structured society and an equally organised outlook on life. Although they think with the precision and logic of a machine, they are highly emotional people who work exceedingly hard to promote their positive emotions and subdue their negative ones.

In a tense or dangerous situation, mechalus are likely to remain calm and logical; it's not difficult for them to suppress all their emotions when they deem such action appropriate or necessary. But in a climate of relaxation or celebration, their emotional pendulum can swing



to the other extreme – to humans, it seems as though they are making a special effort to appear cheerful or jubilant. The mechalus don't consider their behaviour at such times to be exaggerated; strong displays of positive emotion, when the situation permits, are simply their way of demonstrating (to themselves as well as members of other species) that mechalus are more than just machines encased in biological bodies.

History & Relations:

The planet Aloor, an Earthlike world relatively close to the Dragon Empire, gave rise to an intelligent humanoid species that would someday be called the mechalus. The early history of Aloorians follows much the same path as that experienced by Earth's humans – primitive tool-makers eventually built great civilisations, with periods of enlightenment crudely punctuated by episodes of brutal warfare. Eventually, the development of technology led to the invention of





computers – and this is where technological evolution of Aleeerins and humans sharply diverged. Strides in medicine and genetic engineering, coupled with their computer know-how and their fascination with all things mechanical, gave the Aleeerins the means to bio-engineer their species. Cybernetic implants performed on a molecular level produced a synthesis of flesh and circuitry that now pervades the entire species – they are born with cyberbionics.

It was about this time that the species also developed space travel. Within a few generations, they had totally settled their solar system – but this breakthrough had its shameful side. Aleeerins had always been a warlike species, and this behaviour was never more evident than when they made contact with the sentient but primitive natives of another planet in the system. In response to a hostile reception from these creatures, who were barely able to defend themselves, the Aleeerins used heavily armed ships to obliterate the population of the planet.

Almost immediately thereafter, an emotional backlash swept through the entire Aleeerin culture when the members of the species realised collectively what they had done. In a change of character that was essentially unanimous, the Aleeerins became more sedate and less inclined toward hostility (or at least toward showing their hostility). They resolved that never again would they use violence unnecessarily against another species.

Some Aleeerins took this new attitude to an extreme; a splinter group composed of pacifists and technocrats rose up, taking the position that incorporating circuitry into flesh was not going far enough along the technological path. “Creatures of Flesh are by their nature aggressive and fallible. They cannot resist the impulse to do harm to others,” the leader of the group proclaimed.

“Only by completely shedding our flesh can we achieve the next level in our evolutionary development.”

The splinter group conducted the process of turning themselves into some of the most advanced Soulmech’s en-masse, and they left their homeworld to find their own destinies. To date, nothing further of these living robots has been heard.

Mechalus Lands:

The Mechalus homeworld of Aleeer has been accepted as an independent world, and as a result relations with the mechalus have been amicable, however conditions of the agreement, stipulate none may visit the mechalus homeworld, so that they are left in relative peace.

It is known that the mechalus world is now totally urbanised, and filled with many powerful computers and factories, working to further the aims of the mechalus people. They have spread to other worlds, and even to worlds shared with other species. The Dragon Empire even under Mezzenbone tolerates their independence due to the vast amount of technological developments they trade or share with us.

Religion:

Mechalus are as a species entirely dedicated to the Smith, no other religion exists on their homeworld, and no dualists are known to exist amongst their people. That is except for the faction who long ago split who all worshipped the Advesary. The mechalus respect logic, and controlled emotions, as does the Smith’s faith.

Mechalus Racial Traits:

+2 WIS, +2 STR, -2 CHA As all Mechalus are philosophical, physically strong, but somewhat aloof.

Medium size: As medium sized creatures, Mechalus receive no bonuses or penalties due to their size.

Mechalus base speed is: 30 feet

Reinforced Skeleton(Ex): due to this artificially reinforced skeleton they are harder than most, as such they have an innate Damage Resistance of 2/-

+2 Natural Armor: from bony protective plates below their bio-organic flesh

Merge with Computers(Ex): They have flexible interface filaments which extend from their fingers to interface with any computer, allowing them to merge, personally connecting with them and giving them the speed of thought. This grants a +4 Competence bonus to any related rolls through use of the computer, be it piloting, navigation, use device, cryptography, research and so forth.

Cybernetic Enhancements: A Mechalus may pay 4 times the cost in credits, and the experience cost to be able to install any robotic enhancement as a cybernetic implant.

Automatic languages: Common, Binary

Favoured Class: Mechanist

Effective Character level: +1



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SESHEYAN

Physical Description:

Standing approximately 5 feet (+2d6) tall and weighing a mere 88 lb (x1 lb), sesheyans (pronounced "seshay-un") are humanoid only in the broadest sense of the word. A bulbous head encircled by eight small eyes and capped by large, pointed ears flows into a light, muscular frame. Powerful wings that extend to an 18.5 feet wingspan spread from the sesheyans's back, and a long tail with an expandable fan-shaped tip provides stabilization while in flight. The wings can be folded tightly against the creature's upper back when they are not in use. Though they walk with a hunched, laboured gait when on the ground, sesheyans exhibit a gracefulness while airborne that is matched by few other creatures capable of flight.

Personality:

Sesheyans heroes are among the small number of their species who have stepped into the galactic community thanks to the opportunities presented by humans and their starfaring ships.

Because of certain physical differences, such as their multiple eyes and strange head shape, the sesheyans are the most "alien" of the nonhuman species. Once they believed they were the highest form of life in the world they knew – they were hunters and shamans of great power. Now that they have seen the "magic" of the spacefaring species. Their faith has been rocked. The typical sesheyans hunter maintains an outward appearance of confidence and power, but inside he struggles to stay brave in the face of so many frightening, strange, and seemingly magical things.

Most humans can't help feeling uneasy in the presence of a sesheyans. This attitude comes from humankind's innate fear of the dark and the creatures that inhabit it. Even the most primitive sesheyans finds this reaction mildly amusing. Though a sesheyans is a born hunter, he is also a being that might seem cold and aloof but actually has a profound respect for all life and his place in its natural cycle.

Technology is new and alien to sesheyans. They can learn to use high-tech equipment, but many of them never become completely comfortable with it, and some deeply religious sesheyans refuse to have anything to do with it. Sesheyans heroes belong to the small group of sesheyans who have overcome their disinclination toward using high-tech equipment – they'll operate a computer, or a station on a spaceship,



if they have to, but that doesn't mean they have to like it.

Sesheyans make excellent Rogues, serving as spies, scouts, or even bounty hunters when they enter galactic society. A smaller number take up the profession of Warrior, and fewer still are Clerics. Except for heroes who have overcome their natural distrust of technology, sesheyans Mechanists are almost unheard of.

History & Relations:

The sesheyans emerged from their prehistory only a short time ago. They are in the aboriginal stage of development, keeping oral histories and working with tools no more complicated than stone blades and wooden spears. Everything is mystical and magical to the sesheyans, and most of their culture is organized into tribes headed by either the best hunter or the most powerful shaman.

They call their world "Sheya" which means simply "hunting land" in their language.





"Sesheyans" means "hunters of the land". In the sesheyan point of view, the world was made to provide its children sustenance, and the hunters are the undisputed masters of the world.

When other species starcraft reach the sesheyan homeworld, they find superstitious hunters still locked in the Stone Age. Though many sesheyans may decide to travel the stars as allies of the interstellar community, most remain planetbound, steadfastly clinging to their old beliefs and traditions.

A sesheyan's leathery flesh comes in shades that fall within the human range of skin tone, but he is obviously a creature of the night. Sesheyans are built to function in darkness with more precision and grace than humans demonstrate even in broad daylight. In the perpetual-twilight jungles of Sheya, the sesheyans senses serve them well. The ground, the great trees with their tangles of vines and branches, and even the mist-filled air are the sesheyans home, for his wings give him access to places landbound creatures can never reach. With eyes built to function in minimal illumination and ears sensitive to the slightest noise, these creatures have unparalleled hunting skills in obscured or low-light conditions.

Away from the low-intensity light of their homeworld, sesheyans must wear protective goggles to shield their sensitive eyes.

Sesheyan Lands:

Sesheyan are found mainly only on their own world in any large numbers, but some colonies have moved to worlds that spend most of their time in twilight or total darkness. As such they have found no competition for their habitats from the Dragon Empire. They tend to prefer jungle or swamp worlds, but can easily manage living on those with low gravities and less hospitable climates, like barren rocky worlds, in these places they tend to dwell underground in cave complexes, only coming out to fly.

Religion:

Sesheyan beliefs are very much oriented towards the Trickster or the Magus, though many refuse to follow these established beliefs and follow the more traditional beliefs that revolve around spirits and the spirit world. There are quite a few shaman who unwittingly follow the dualist belief and teachings of the creator.

Sesheyan Racial Traits:

+2 DEX, -2 CHA As they are very graceful, yet very alien.

Medium size: As medium sized creatures, Sesheyan receive no bonuses or penalties due to their size.

Sesheyan base speed is: 20 feet, Fly 40 feet

Technical Ignorance: Sesheyan may not pick-up the Technical proficiency until 3rd level.

Nocturnal(Ex): In the Dark of Low light conditions they receive a +4 competence bonus to Move Silent, Hide and Wilderness lore.

Low-light Vision: T'sa can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Darkvision: Sesheyan can see in the dark upto 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Sesheyan can function just fine with no light at all.

+2 Racial bonus to: Freefall, and Listen checks.

Bonus FEAT - Blindsight: The Sesheyan due to their nocturnal habitat all receive the Blindsight feat upon creation.

Light Sensitivity (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a Sesheyan for 1 round. In addition, Sesheyan suffer a -1 circumstance penalty to all attacks, saves and checks while operating in bright light.

Falling(Ex): Any Sesheyan as long as conscious and retaining the use of it's wings, can make a Reflex save (DC14) to avoid falling, instead he simply takes flight and glides safely to the ground.

Automatic languages: Sesheyan

Favoured Class: Rogue

Effective Character level: +1



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T'SA

Physical Description:

Even when standing absolutely still – something that's almost impossible for the creature to do – a t'sa (pronounced "t-sah") conveys an impression of speed, sharp reflexes, and constant activity. Standing 4 feet 2 inches (+2d4) tall, and weighing 85 lb (x1 lb) average, a t'sa is lightning-quick, with a fast mind to match his fast body. Sleek, with a reptilian form and the legs of a runner, a t'sa has a fine covering of interlocking scales that provide a modicum of natural protection. Most humans find t'sa, with their expressive eyes and child-like exuberance, to be extremely likeable.

Personality:

A t'sa has a natural curiosity and an affinity for all things technological. He's a consummate tinkerer, disassembling devices to discover how they work and to find ways to improve them. T'sa have an undeserved reputation among humans for being overly naïve, due to their infectious cheerfulness.

T'sa companions are a boon to any adventuring group. Their cheerfulness and good will never falters, and their desire to know every secret can be contagious – though this behaviour can also get a t'sa into all kinds of trouble. Once a t'sa joins a group, he stays with it through thick and thin, usually bonding with at least one member as a lifelong friend.

Everything a t'sa does, he does quickly. He's always on the move, always asking questions, always seeking answers. Although he's often misunderstood, a t'sa is nonetheless eager to please and make friends.

T'sa make great mechanists, doing especially well as engineers and inventors. This species can also be found in fair abundance within the Rogue, Wizard and Psion professions, but a t'sa very seldom aspire to be warriors, because it isn't in their nature to be violent or physically forceful.

History & Relations:

Rising from a world that resembled Earth's prehistoric era, except that dinosaurs were never replaced by mammals as the dominant species, the t'sa evolved into an intelligent species. Their history had ups and downs, high periods and low, but eventually the t'sa developed a technological society. Spurred on by natural curiosity and an undeniable lack of patience, the t'sa compiled a substantial list of accomplishments and even established a star-spanning society.



By the time humans reached space, the t'sa had already founded a stellar empire. Consisting of five star systems in relatively close proximity to each other, the T'sa cluster bustles with the energy of billions of t'sa doing whatever it is t'sa do – and doing it quickly. They have begun to expand beyond this domain, but they aren't an aggressive species. They are motivated by a simple desire to see what lies in the next star system rather than by greed, power, or expansionism.

T'sa lands:

As stated previously the t'sa inhabit an area of space consisting of five relatively close systems called the T'sa Cluster, this area consists of maybe two dozen planets total and all are developed and productive worlds, bustling with activity, in this area T'sa vessels are commonplace. Fortunately the Dragon Empire considers T'sa space an amicable and harmless neighbour with whom they have profitable economic and scientific ties too, of course how





the new Emperor will deal with the T'sa has yet to be seen.

Religion:

The T'sa are very productive and inventive, as such most of their faith is directed towards the Smith or the Merchant faiths. Few if any T'sa believe in the dualist beliefs, but what few there are follow the Creator. Temples on the T'sa worlds are often huge and elaborate affairs, works of architectural elabouracy.

receive -2 penalty to all attacks, initiatives and checks during that time and may only move at half speed. If exposed to a warm place, they are able to regain lost con at a rate of 1 point per 4 hours as opposed to 1 point per day.

Automatic languages: T'sa and Common

Favoured Class: Mechanist

Effective Character level: +0

T'sa Racial Traits:

+2 DEX, +2 INT, -2 CHA, they are agile, clever, but somewhat difficult to relate too due to their curiosity and naiveté, often leaving other races standing as they move on to the next thing.

Small size: (As small creatures T'sa gain +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of medium-sized creatures.

T'sa base speed: 40 feet

Natural Armor: T'sa receive a +4 natural armor bonus, due to their reptilian hides.

Scent(Ex): All T'sa receive the Scent ability, as per page 10 MM, this reflects their ability to taste the air to great effect with their reptilians tongues.

Low-light Vision: T'sa can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

+2 Racial bonus to: Use Device, Research, and Repair checks, as the T'sa is technically capable and sure footed.

Poor Vision(Ex): All T'sa have poor distance vision, but excellent vision up close, as such they suffer a -2 penalty to Spot rolls, whiel receiving a +2 to Search rolls.

Cold Blooded(Ex): All T'sa are reptilian, not mammals, as such extremes of cold have an adverse affect, a T'sa in such an environment must make a Fort save (DC14) every 4 hours or they begin to suffer from it's effects losing 1 Temporary Constitution point per hour after that point, until dying once CON reaches zero. This reflects them becoming lethargic and sluggish, they also



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WEREN

Physical Description:

You can't miss a weren (pronounced "wear-enn"). He stands 8 feet (+2d4 inches) tall and weighs 300 pounds (x2d4). Covered in thick fur, he has a powerful form and wicked claws that make him a formidable opponent even when he's not carrying a weapon. A great mane of hair flares from his head, and his fur ranges from black to shades of gray to almost white.

Personality:

Weren approach life with amazing intensity. When they embrace a new idea or belief, they become zealots. They profess the tenets of those beliefs with word, deed, claw and war mace. Though they're built for battle, weren also love to talk and share ideas. Not every discussion leads to a fight, and most weren won't battle those weaker than themselves unless they are left with no choice. They have strict codes concerning honor, combat etiquette, and noble acts.

Most weren are fierce warriors, embracing the warrior classes, though a few make strides as Clerics of one sort or another, especially as clergy of the Warrior, or shamans of their own culture.

They have no extraordinary talent as Rogues, Psions, Wizards, or mechanists, however, and few weren heroes pursue those professions. Indeed, weren just can't get the hang of any technology beyond their own level of advancement, and even most of those living in the Dragon Empire can't use such items without penalty.

History & Relations:

The homeworld of the weren is known as Kurg. When visiting starships reached the planet, the weren clans were deeply involved in their worlds version of the Renaissance. It was a great time of learning, debate, and speculation about the nature of life. The printing press, the scientific method, the flintlock – all these and more can be found in weren society. But this age of enlightenment has not deterred the weren from continuing to pursue their true forte: war.

At the time visitors encountered the species, the small skirmishes that were a constant way of life for the weren had escalated to a point where the entire planet was embroiled in a raging war. This state of affairs served to keep them sharp, battle ready, and at the peak of their aggressive and savage nature – despite attempts by more peaceful visitors, and radical weren religious leaders to teach them a more peaceful way of life.



Philosopher-warriors, weren appear to be a dichotomy of enlightened scholars and noble savages. They have combined the two ways of life well, effortlessly debating with words one moment and with claws or flintlocks the next. Considered primitive by the standards of the Dragon Empire (and mostly unwilling to use high tech equipment anyway), were are nevertheless sought-after companions as their neighbours spread out farther into the regions of the outlands.

Weren lands:

The weren are very territorial, and many of their disputes and wars tend to be about land or property of one sort or another. The weren have so far mostly not left their homeworld of Kurg. But many have been hired into the Dragon Empires forces, it is only the species savagery that has kept the Empire from otherwise enslaving this otherwise primitive culture by Dragon standards, although it is likely only a matter of time.





Religion:

The weren are a very philosophical species, and although the vast majority of the modern weren worship the Warrior, a fair few worship the Father also. There are those who believe in the dualist belief, and almost all worship the creator in these instances.

Weren Racial Traits:

+8 STR, +2 CON, -6 INT, -2 CHA, as they are hugely powerful and healthy, but very dim and intimidating.

Large size: (As large creatures Weren lose -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks, but they must use larger weapons than humans use, and their lifting and carrying limits are twice those of medium-sized creatures.

Weren base speed: 30 feet

Low-light Vision: Weren can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Natural Weapons(Ex): All Weren are adept at fighting with their natural weapons, their claws which do 1d8 damage, plus usual bonuses for strength, weren use these claws as if they had the improved unarmed feat and do not provoke AoO.

Superior Durability(Ex): The Weren are very tough characters to hurt, they shrug off damage as insignificant which could kill most lesser species, as such they have a natural Damage reduction of 10/-

Camouflage(Ex): Weren's fur shimmers and changes colour to match their surroundings, thus making it very tough to see them in natural terrain, a weren receives a +5 competence bonus to Hide in natural surroundings, and only so long as their spotter is no closer than 30 feet. Any closer than this and the Weren loses the bonus.

Primitive Culture: No weren may possess the Technical proficiency FEAT, they display no desire to learn how to use items of technology, and revert to using their Renaissance knowledge, tools and primitive instincts every time. Some weren learn to overcome this, but only after a long time of exposure to technology and with teaching.

The weren may buy off this technical incapacity for a FEAT slot, but not until 6th level, until that time any high tech device they use is done so with the standard penalty.

Automatic languages: Weren and Common

Favoured Class: Barbarian

Effective Character level: +3

